

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

I just found out why EasyRPG had no 2x zoom when started in windowed mode. The `current_w` and `current_h` fields of the `SDL_VideoInfo` structure wasn't filled in with the desktop resolution.

<https://github.com/AmigaPorts/SDL/pull/66>